AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (canceled).

2.   (currently amended): A method for executing an object in a wireless internet access terminal, comprising steps of:

interpreting data inputted through the internet and displaying the inputted data on a screen of the wireless internet access terminal, said data including plural objects that are each linked to predetermined resource location information;

focusing any one of ~~plural~~ the objects displayed on ~~a~~ the screen ~~and each linked to predetermined resource access location information~~; and

selecting and executing any one of various execution items of the focused object according to an input state of a single button,

wherein the input states of the single button include a short time period input, a long time period input, and a twice consecutive input.

3.   (previously presented): The method as claimed in claim 2, wherein the execution items of an object include operations of updating a screen while navigating according to the resource access location information; updating a screen for displaying the resource access location

2

information; and storing the resource access location information in a temporary storage unit to

be immediately accessed in the necessity of a user.

4.   (currently amended): A method for executing an object in a wireless internet access

terminal, comprising steps of:

interpreting data inputted through the internet and displaying the inputted data on a

screen of the wireless internet access terminal, said data including plural objects that are each

linked to predetermined resource access location (URL) information;

focusing any one of plural the objects displayed on the screen and each linked to

predetermined resource access location(URL) information; and

displaying plural execution items sequentially one by one by displaying one of the plural

execution items of the focused object on one screen and executing an execution item displayed

on the present screen by inputs from a button.

5.   (original): The method as claimed in claim 4, wherein the inputs from the button include

an input lasting for more than a certain time period and a stop of the input.

6.   (previously presented): The method as claimed in claim 5, wherein the plural execution

items are sequentially displayed one by one on the screen by displaying one of the plural

execution items of the focused object if the input from the button lasts for more than a certain

3

time period, and an execution item displayed on the present screen is executed if the input is

stopped.

7.   (original): The method as claimed in claim 6, further comprising steps of:

displaying a first item of a menu on the screen if the input last for more than a certain

time period;

judging if the certain time period elapses;

judging if the input still lasts in case that the certain time period elapsed;

judging if the item displayed on the present screen is the last one in case that the input

still lasts;

branching to the time period elapse judgement step after displaying a next item on the

screen if the item is not the last one;

branching to the first item display step after displaying a "cancel" item if the item is the

last one; and

executing an execution item displayed on the present screen if the lasting input is

stopped.

8.   (original): The method as claimed in claim 4, wherein the execution items of an object

include operations of updating a screen while navigating according to the resource access

location information; updating a screen for displaying the resource access location information;

4

and storing the resource access location information in a temporary storage unit to be immediately accessed in the necessity of a user.

9.   (original): The method as claimed in claim 4, wherein a screen is updated while navigating according to the resource access location information if the input from the button lasts for less than a certain time period.

10.   (previously presented): The method as claimed in claim 4, wherein execution items including "get", "information view", "bookmark", and "cancel" are sequentially stored in a storage unit, and one execution item is read from the storage unit by an input from the button to be displayed on one screen, so that plural execution items are sequentially displayed on the screen one by one.

11.   (original): The method as claimed in claim 10, wherein the storage unit is a flash memory.

12.   (new): The method as claimed in claim 2, wherein each object is defined by at least one HTML tag.

13.   (new): The method as claimed in claim 12, wherein the resource access location

information linked to a corresponding object is an attribute of the at least one HTML tag defining

the corresponding object.

14.   (new): The method as claimed in claim 4, wherein each object is defined by at least one

HTML tag.